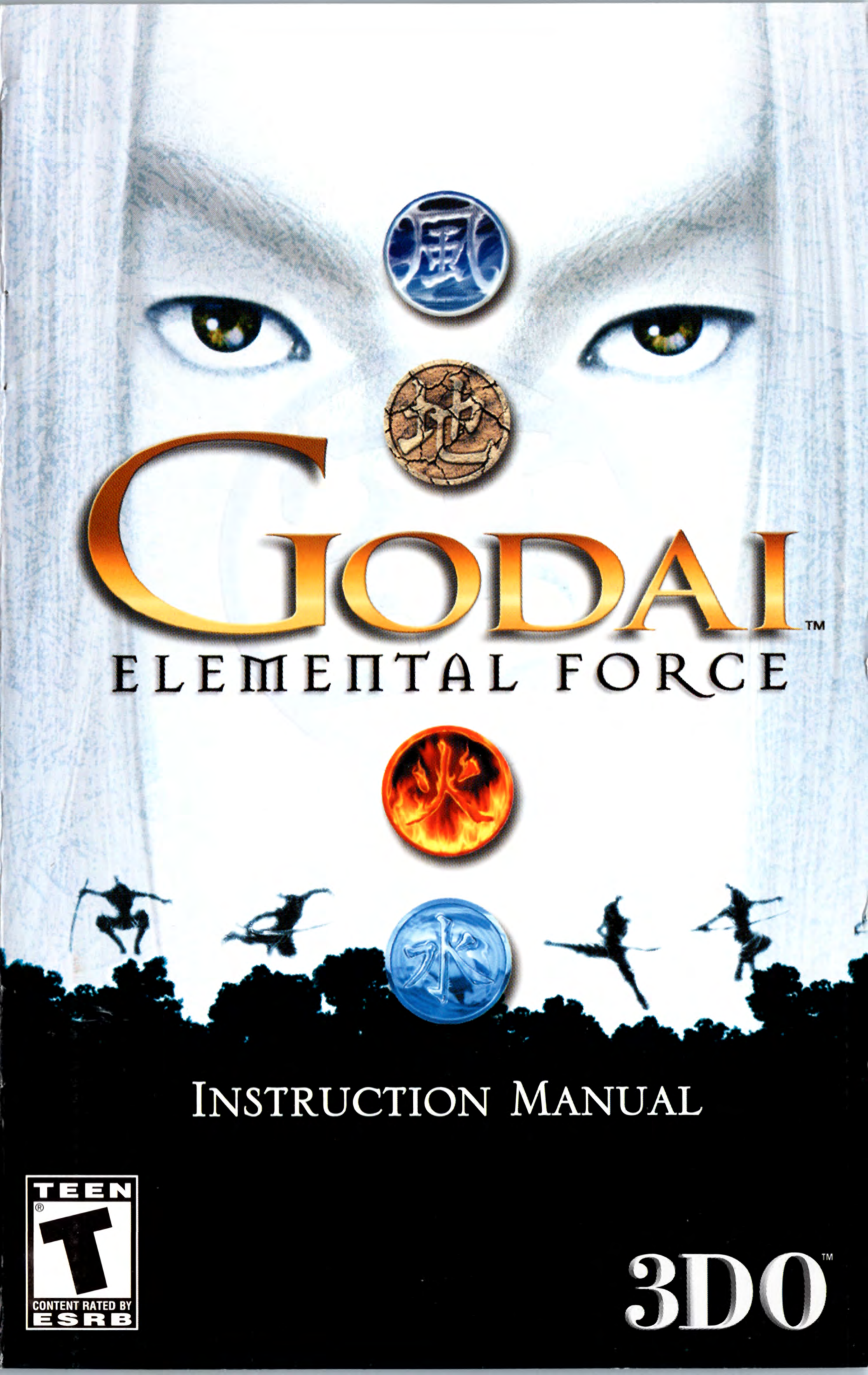




GODAI™

ELEMENTAL FORCE

INSTRUCTION MANUAL



3DO™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

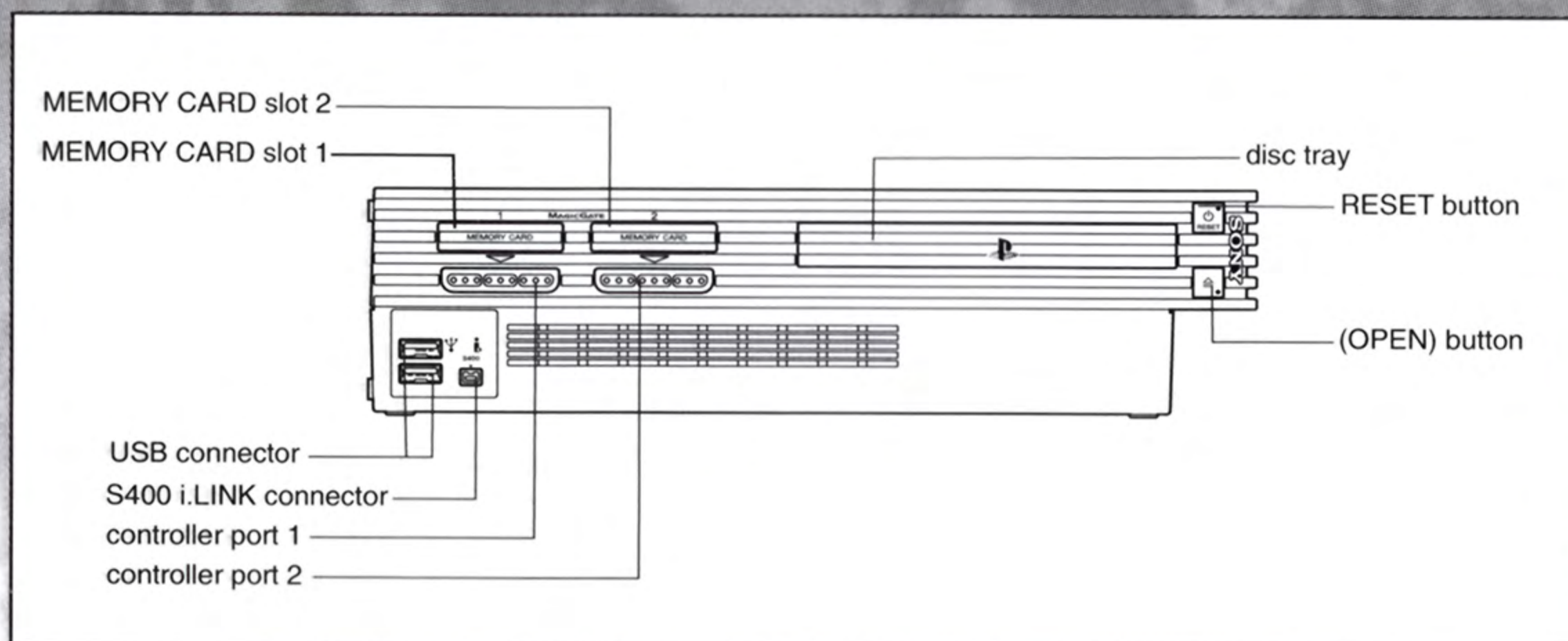
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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STARTUP INFORMATION

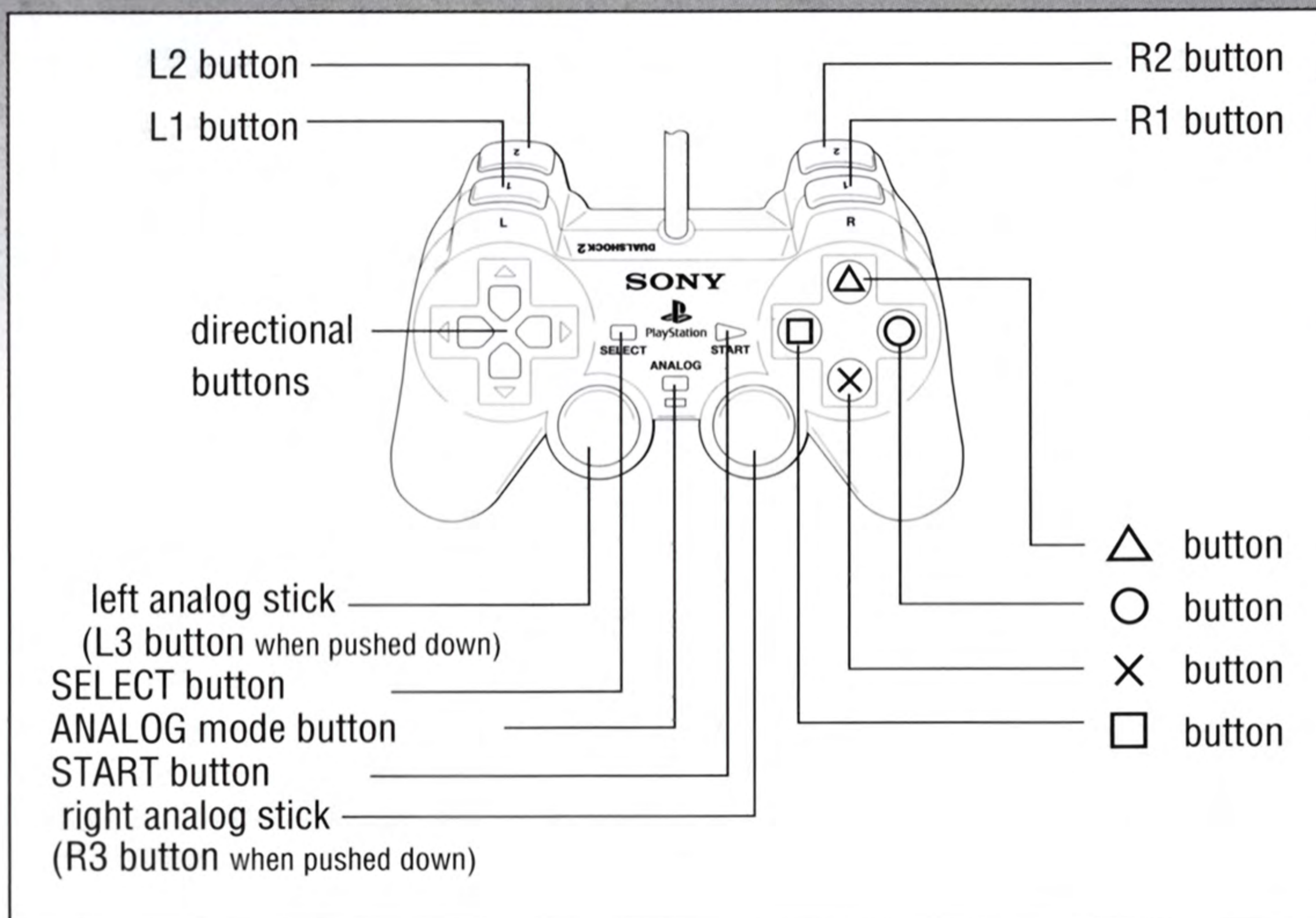


Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the GoDai™ Elemental Force disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

If you wish to load or save information during play, insert a memory card (8MB) (for PlayStation®2) with at least 100KB free in MEMORY CARD slot 1. It is advised that you do not insert or remove peripherals or memory cards (for PlayStation®2) once the power has been turned on.

DUALSHOCK®2

ANALOG CONTROLLER



Menu Controls

These controls are used in both the Main Menu at the beginning of the game and in the Pause Menu.

Highlight menu item

▲/▼ directional button

Change highlighted item

◀/▶ directional button

Select/Go to next screen

× button

Cancel/Return to previous screen

△ button

Start, Pause or Resume

a Single or Multiplayer game

START button

QUICKSTART



Hiro begins the game at the Gateway to the Elemental Trials. He must defeat the gatekeeper in order to challenge the Wind Trial. Upon mastering the element of Wind, Hiro will return to the Gateway and can challenge any of the remaining elements: Earth, Water or Fire. As Hiro successfully completes each trial and masters each Element, he will be able to use that Element's magic in the next trial. The completion of each trial returns Hiro to the Gateway.

directional buttons and left analog stick: Move and Aim

right analog stick: Independent 360° Aim

R1 button: Projectile Attack/Cycle Projectile Weapons

R2 button: Magic Attack/Cycle Learned Magic Attacks

L1 button: Access Melee, Projectile, and Magic Inventory

L2 button: Block

△ button: Glide/Drop from Glide

○ button: Dash Strike/Combo Linker

× button: Melee Attack/Cycle Melee Weapons

□ button: Dash/Slow Time

SELECT button: Taunt

START button: Start, Pause or Resume a Single or Multiplayer game

THE MYTHOLOGY OF MAGIC

GODAI (Magic of the Five Elements)

The elements are the basis for life itself. Each individually possesses the power to create and to destroy...each can cancel the other out or enhance devastation twofold.

Since the days of the Kodaijin, it has been known that the world is composed of five elements. The first four are the common elements, which comprise all that can be sensed, both physically and spiritually: Earth, Water, Wind and Fire. The fifth element, Void, is the absence of the other four, and makes up the nothingness which fills the remaining parts of the world. It is said that every living thing is the product of these elements, and exists in a realm governed by their forces. Thus, anyone who controls these elements, controls the world.

The delicate balance of Elemental Magic must be maintained, its sacred powers carefully guarded. Only the mystics or masters, the great poets, healers, leaders and warriors of the land, have been able to tap into such power and keep its secrets. They were the adepts in physical warfare who had achieved such harmony with the land that they could manifest its strength. Rare was the master that could tame all four realms of Elemental Magic.

But one such master arose, one whose potent magics and wise leadership were unparalleled. In line for the throne, he became King and Guardian of the Elemental Spirit. Wherever he went, nature flourished, the land became bountiful and the people were blessed. He soon had a fine heir. The baby boy was named Hiro.



HIRO

In the still of night, the Queen lays her newborn son in his crib as a shadow steals past the window. She looks up and sees...nothing. There is only silence...



...and then, a sound behind the wall, the telltale soft metallic song of a blade being carefully drawn from its scabbard. The King turns to seek out the source of the sound, only to hear several similar tones echo through the night just outside the paper walls. Quickly, he reaches for his own weapon, but it is already too late.

Mere moments pass to find the King's once peaceful home filled with chaos and violence. In his quest to gain power, Akunin, leader of the Void Ninjas, attacks and slaughters the King and Queen, laughing malevolently as he searches for the last family member. While both of the baby's parents lie lifeless in his wake, another shadow flies swiftly past the tiny boy's room.

Akunin closes in on the crib, confident this is the end of his quest and the beginning of a reign of terror such as the world has never known. Drawing back his shining blade, he prepares to strike...and finds the crib empty. A scream of defeat rends the night as Sho steals quickly away, protecting the precious secret. The young Prince is safe...for now.

Master Sho raises Hiro in the secrecy of the Sukoto Clan. Years of training with Sho provide the boy with a near-mastery of the sacred skills of the Sukoto: Taijutsu and the magic of the elements Earth, Wind, Water and Fire. During this time, Sho fills the role of Hiro's savior, mentor and father figure.

After years of searching, Akunin discovers the whereabouts of the Prince, now a young man, and his mentor. Returning to face the man who robbed him 20 years before, Akunin deals a deathblow and disappears, leaving Sho to die in Hiro's arms. Barely able to breathe, the wise old man relates the tale of Hiro's birth and his parents' death, as well as the truth of his identity: Hiro is heir to the throne and keeper of the Elemental Guardian's power. With his dying breath, Sho warns Hiro of the impending danger of the powerful Dark Ninja, Akunin, whose only mission in life is to possess the power the Elemental Spirit, passed to Hiro.

The time has finally come for Hiro to avenge his family and face the forces of darkness alone. His mastery of the four elements is strong, but not yet powerful enough to face the fifth element: the Void. Now Hiro must become a Master of the Elements and complete the Trials of Earth, Wind, Water and Fire. Only then will he be ready to face the powers of darkness in the realm of the final element...the Void awaits.



HEADS UP DISPLAY



enemy health: This is the enemy's health status.

lives remaining: This icon indicates the total number of remaining lives.

health: Health Bar (red) drains from right to left. When it reaches zero, Hiro loses a life.

quick look magic meters: Each Learned Magic Attack icon displays four green slots of time. These slots indicate the recharge time of each Magic Attack.

elemental magic attacks: These icons are lit when ready for use and are grayed out during recovery. Only Ninja Magic that has been acquired during gameplay and/or from a saved game will be displayed.

magic meter: When this meter (green) is full, Hiro can perform the armed Magic Attack. When the Magic Attack is in use, the meter displays the time remaining for the effect. When the Magic Attack is finished, the meter displays the time remaining before the armed Magic Attack can be used again.

dash/dash strike meter: When this meter (blue) is full, Hiro can perform a Dash or a Dash Strike. The Dash Meter replenishes over time.

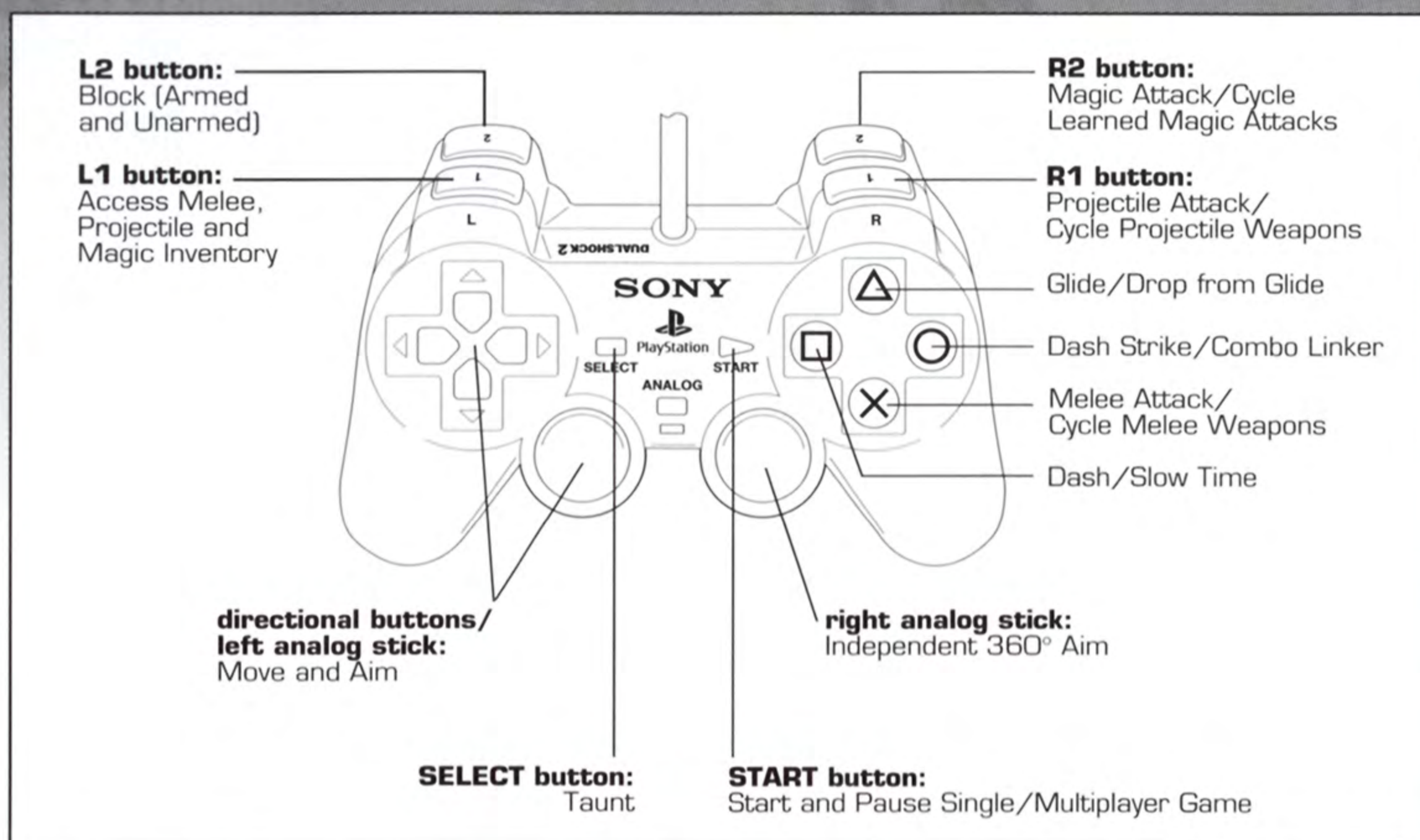
equipped projectile weapons: This icon represents your available Projectile Weapons, and remaining ammo.

armed projectile weapon: This icon indicates your current Throwing Weapon and remaining ammo.

armed melee weapons: This is the current Melee Weapon and its damage status.

equipped melee weapons: This icon is your available Melee Weapons and their damage status.

GAME CONTROLS



left analog stick: Move and Aim

Aim your weapon in the direction you are moving. Push the stick gently to move more slowly.

right analog stick: Independent 360° Aim

Press the right analog stick simultaneously with the left analog stick to move in one direction and aim your weapon in another.

Targeting

Auto-target any enemy by standing nearby and facing it. Once its health bar appears, it has been selected as the optimal target. If no enemy is targeted, Projectile Weapons fire in the direction Hiro is facing.

directional buttons: Move and Aim

These buttons operate exactly like the left analog stick. However, it is recommended that you use the left analog stick for the most precise control.

R1 button: Projectile Attack/Cycle Projectile Weapons

Press the **R1** button to attack with your Armed Projectile Weapon. Cycle through Equipped Projectile Weapons by pressing and holding the **L1** button, and pressing the **R1** button. Arm the desired weapon by releasing the **L1** button.

L1 button: Access Inventory

Cycle through equipped Melee, Projectile and Magic Weapons. Press and hold the **L1** button, and cycle through the desired type of weapons by pressing the corresponding button. Release the **L1** button when the desired weapon is highlighted to arm it.

R2 button: Magic Attack/Cycle Learned Magic Attacks

There are four types of Elemental Magic Attacks to learn, and each is added to your inventory as a trial is completed. Press the **R2** button to use the Armed Magic Attack and enhance your melee attacks with the Elemental Force. This is useful when battling enemies of various Elemental types. Cycle Learned Magic Attacks by holding the **L1** button and pressing the **R2** button. Arm the desired Magic Attack by releasing the **L1** button. All Magic Attacks use the green Magic Meter to indicate the amount of time remaining for the attack and its reuse.

L2 button: Block

When unarmed, press the **L2** button to guard against unarmed attacks. When armed, press the **L2** button to block against armed and unarmed Melee Attacks.

X button: Melee Attack/Cycle Melee Weapons

To attack with your fists and feet when unarmed, or to attack with weapons when armed, press the **X** button. Press and hold the **L1** button and press the **X** button to cycle through Equipped Melee Weapons. Arm the desired weapon by releasing the **L1** button.

COMBOS

Press the **X** button multiple times rapidly to perform Combo Attacks when armed or unarmed. Use the Dash Strike (press the **○** button) at the beginning, middle, or end of a Combo to string your attacks together.

□ button: Dash/Slow Time

Press and hold the **□** button to move faster than your enemies, dodge projectiles, or to position yourself strategically during combat.

○ button: Dash Strike/Combo Linker

Press the **○** button quickly to Dash into an enemy and execute the first strike of your armed or unarmed Melee Attack. You can also use the Dash Strike to start, link, or finish a Melee Combo.

△ button: Glide/Drop from Glide

Press and hold the **△** button to ascend quickly to great heights. Release the button to Glide back down to the ground. To drop down quickly or attack an enemy, press the **△** button again. Press the **R1** button to attack with projectiles during a Glide.

SELECT button: Taunt

Press the SELECT button to show a little extra attitude to your opponent in Single and Multiplayer games.

START button:

Start, Pause, and Resume gameplay. Also, confirm options on the allotted interactive menu screens.

ANALOG mode button:

Select this for more precise game control

WEAPONS

Melee Weapons

Melee Weapons are used for close combat and can be enhanced with an Elemental Force by activating a Magic Attack. All collected Melee Weapons are automatically added to your inventory, and can be damaged and broken in battle. A broken weapon will be removed from your inventory permanently. However, a damaged weapon can be restored to full durability by arming it and collecting a "Repair" power-up or the "Same weapon type".



Fists

The human hand is a wonder, capable of kindness and creation, but is also capable of swift destruction.

BLADE CLASSES

Melee weapons for close combat.



Single Blades

In capable hands, a well-balanced sword is a vengeful lion whose sweeping attacks are swift and deadly in equal measure.



Twin Blades

Two short blades sing in sharp, stinging harmony; their tune resonates with spark, steel and fury.



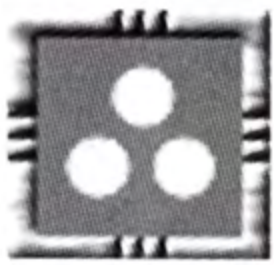
Long Blades (Spears)

Elegant and powerful, a spear extends one's arms like another limb—one that bears a killing edge.

Note: There are 8 weapons in each Blade class for Hiro to find. Each looks unique and performs differently.

Projectile Weapons Power-ups

Projectile Weapons allow you to fight from varied ranges.



Iron Orb

This mid-range weapon causes damage and knocks most enemies flat on their backside on impact. A "ting" sound indicates contact.



Shurikens

Throwing Stars cause damage to most light-armored enemies.



Smoke Bombs

Smoke Bombs induce coughing and stun most enemies, causing them to stop briefly in their tracks and leaving them vulnerable to attack.



Explosive Packs

Drop this high-powered Ninja bomb at your foe's feet and dash to safety.

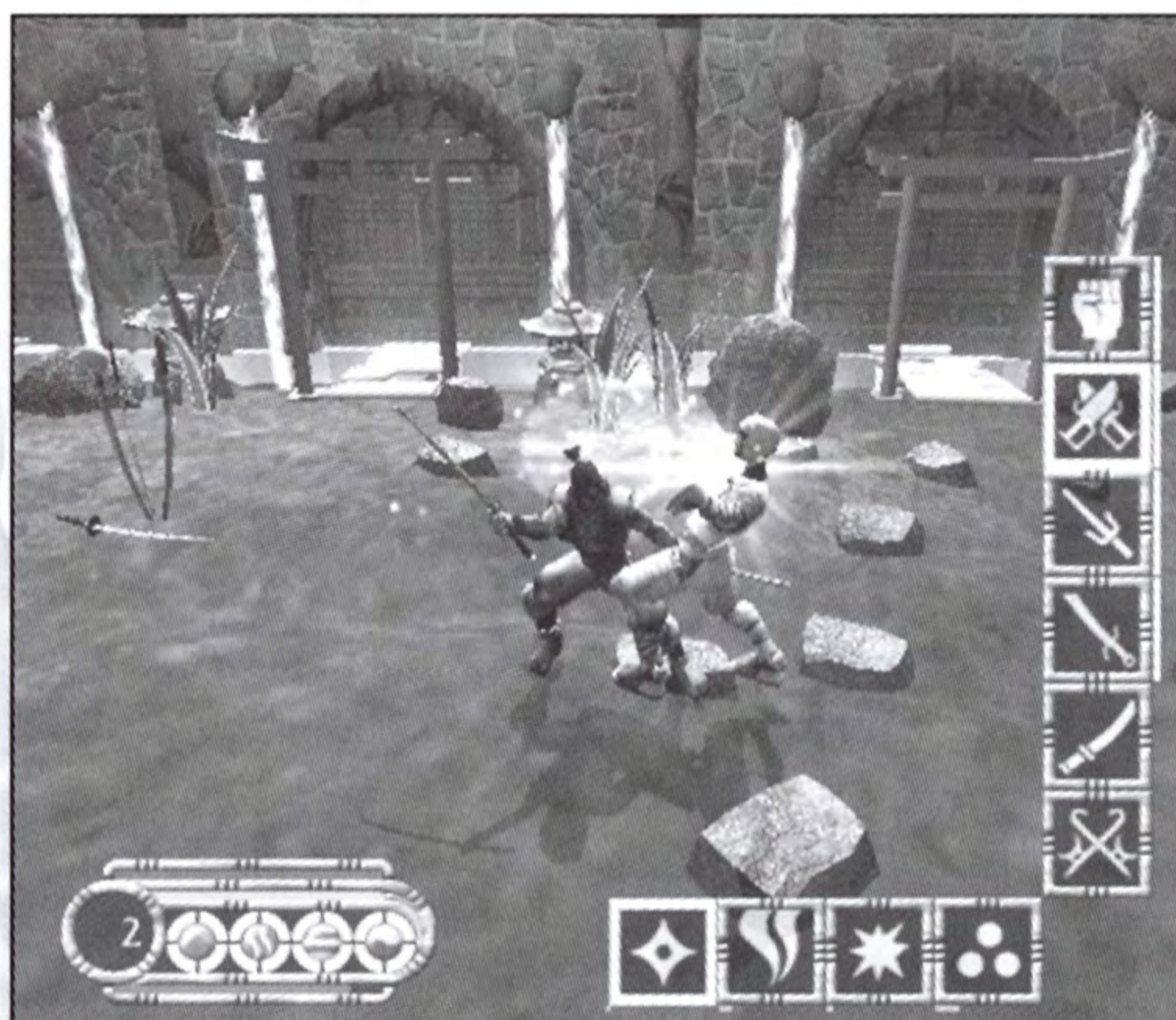
PREPARING FOR COMBAT

Before each mission, use the Inventory screen to equip up to two Melee and two Projectile Weapons. The Inventory Screen shows all of your collected Melee Weapons, their Durability Status, collected Projectile Weapons, and the remaining ammo for each.

Equipping Weapons Before Combat

Press the **↑/↓** directional buttons to highlight collected Melee and Projectile Weapons. Press the **←/→** directional buttons to change equipment slots for Melee and Projectile Weapons. Press the **⊗** button to equip the desired weapons and then press the **START** button to begin the mission.

The weapons you find during combat can be very powerful, but also receive damage when used. Remember to repair your weapons by arming them and collecting "Repair" power-ups.



MAGIC

As Hiro learns to control the Elements, he gains special magical abilities. Hiro's Melee Attacks can also gain the properties of the Elemental Magic used and become imbued with increased or reduced damage against enemies of a submissive or dominant Elemental Affinity. For example, cast Fire Magic to create a Fire Blade. The Fire Blade causes extra damage when used against an Earth Ninja. This enhancement lasts only for a brief period of time.



Earth (Chi)

When the Element of Earth, or Chi, is brought under control, it represents the attitudes of strength and stability. Its possessor becomes like the mighty mountain, impenetrable to attacks.



Wind (Fu)

When the Element of Wind, or Fu, is learned, it grants its master the attitudes of protection and motion. Its user becomes like a current of air, repelling all that it opposes.



Water (Sui)

When the Element of Water, or Sui, is mastered, it conjures up the attitudes of healing and fluidity. Its keeper becomes like the majestic sea, returning to full vigor after the storm.



Fire (Ka)

When the Element of Fire, or Ka, is summoned, it calls forth the attitudes of action and expansiveness. Its wielder is like a raging inferno, becoming more dangerous with every strike.

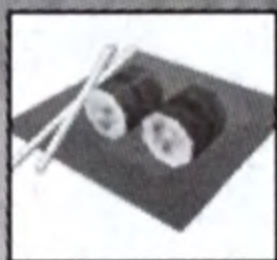


Void (Ku)

Being the absence of all things, the Element of Void, or Ku, cannot be awakened through physical training or mental endurance.



POWER-UPS



Sushi Roll

Restores some of your total health.



Bandage Kit

Restores 100% of your total health.



Magic Refill

Instantly replenishes all Magic Meters.



Extra Life

Gives you an extra life.



Continue Gem

If you die and do not have any "continues" left, the game is over. However, you can increase your number of continues if you collect Continue Gems. For every gem you collect, you are awarded another continue. Each continue grants you three lives.



Elemental Magic Scrolls

Collect one of these power-ups to gain the ability to cast the associated Elemental Magic. Once equipped, you will have it for the remainder of your quest.

In Multiplayer mode, some characters will need to collect these power-ups in order to use the respective Magic.



Repair

Fully restores the durability of Hiro's armed and damaged Melee weapon.

NINJA DUEL: MULTIPLAYER MODE

Ninja Duel pits player against player in an arena filled with deadly hazards and perilous obstacles to overcome.

- Each victory during a duel rewards the winner with 1 Point.
- Players who die during combat by taking damage from a hazard get 1 Point deducted from their score.
- Power-ups such as Health, Repair, Melee Weapons, Smoke Bombs, etc. randomly generate within the arenas.

Ninja Duel Modes

Fury

First player to score 3 Points wins the match. (3 Defeats Wins)

Time Attack

Duel is set to a time limit (3 minutes) and the player with the most defeats wins.

Elimination

A.I. Ninjas randomly warp into the Arena to create extra tension during combat. The player's score is reduced by 1 point each time a player is defeated by a Ninja. Players earn 1 Point for defeating other players and Ninjas. The first player to score 5 Points wins the match.

Survival

Players battle each other and waves of A.I. Ninjas that randomly warp into the Arena. Players each get one Life, and the battle ends when one player is left standing. Friendly fire (players can cause damage to each other) is turned ON in this match.

Team Survival

Players unite to battle waves of Ninjas that randomly warp into the Arena. Each player gets one life and must fend off Ninjas, protecting one another for 5 minutes. The player who defeats the most Ninjas wins. However, if either player dies before time is up, the team fails and the match is a draw.

Tag

One player tries to inflict damage on the other player, which tags the damaged player as "it". Enemies warp into the Arena and single-mindedly attack the player who is currently "it". Each player gets 3 lives and the battle ends when one player is left standing.

Race

Enemies warp into the Arena, and the winner is the first to defeat 10 enemies. If one player kills another, then the defeated player receives a penalty and must wait to re-spawn. Players are granted an infinite number of Lives and friendly fire is ON.



CHARACTERS



Hiro

Hiro carries with him the potential to follow in his father's footsteps as the Guardian of the Elemental Spirit. The power of the elements lies dormant within him until he awakens each by training with Elemental Magic. Along with these new powers, Hiro has been trained in the ancient art of Taijutsu. Only now is Hiro learning how to apply Elemental Magic to his Taijutsu prowess. He does not trust anyone except Sho, his master and guardian. He is also unaware of Akunin's existence, and his plans to capture the Elemental Guardian power that Hiro now possesses.



Akunin

Having mastered all of the Elemental Magics, Akunin has chosen the darkness of Void Magic. He is intimidating and commands an Army of Void Ninjas. Akunin is responsible for the murder of Hiro's father, the King and Elemental Guardian. Hiro is the only thing standing between Akunin and his complete victory over all humanity.



Sho

Sho served as second-in-command to the King during the times of prosperity. Although he, too, was capable of executing martial arts on a superhuman level, his primary task was to protect and defend the Sukoto clan. Sho is responsible for rescuing Hiro from Akunin, and training him in the arts of Taijutsu and Elemental Magic.



Elemental Spirit Ninjas

Elemental Spirit Ninjas are summoned by nature to keep out all who attempt to steal or learn the ancient words scribed into the Scrolls of Elemental Magic. Their attacks simulate their respective styles of Earth, Wind, Water and Fire. Take heed when engaging a Ninja composed of a dominant Elemental Force, or Hiro will surely feel the sting of nature's power.



The Fallen

The Fallen are demented inhabitants of the Elemental Trials who lurk in corners and at high vantages, waiting for unlucky souls who can be dispatched by a swiftly-thrown dart or Shuriken. These parasitic creatures were once thieves, who have found refuge in the bowels of the Elemental Trials.



Elemental Spirit Ronin

During the Shogunite era, Ronin were masterless samurai who had been outcast by their lord for disobedience or crime. These rogue warriors often took up a life of wandering, and allowed their services to be bought by criminals and feuding warlords. Each Elemental Trial can summon their respective Spirit Ronin whose souls were enslaved to defend them. The Spirit Ronin are ferocious fighters, for they have already experienced death in battle.



Metal Thug/Bronzemen

These metal behemoths were originally cast as statues to protect temples and burial sites from marauding thieves. Popular legend held that these giants would come to life if their guarded grounds were disturbed. Curious about these superstitions, Koumajutsu monks experimented with incantations and elixirs to truly bring life to these inanimate guardians. Their trials resulted in mixed success; reports of living Bronzemen smashing up villages became increasingly frequent, while the Koumajutsu order seemingly vanished without a trace.

HINTS & TIPS

- Analog mode gives you more precise control over Hiro's actions.
- Perform a **Melee Attack** repeatedly when "Unarmed" or "Armed" to execute combos. Timing is everything!
- Try starting, linking, or finishing a melee combo with the **Dash Strike** to create your own custom combos. Can you do a 6-Hit combo?
- Hiro can use the **Dash Strike** to break open crates and pots quickly.
- Auto targeting allows Hiro to easily attack enemies and destroyable objects within range. When confronted by multiple attackers, Hiro will engage the nearest foe unless input is given from the right analog stick.
- The **Glide and Dash** are executed in the direction that Hiro is moving or facing when standing still.
- Use the **Dash** often to manipulate time. Then dodge projectiles or grab power-ups before your enemy can corner you!
- Dashing into certain enemies can momentarily stun them, leaving them open to attack.
- Execute a **Drop from Glide** when directly over an enemy's head to stomp on him!
- Escape from lava pits and poisonous gas zones by performing a **Glide** immediately after a **Dash**.
- When cornered by hordes of overpowering enemies, use **Smoke Bombs** or **Magic Attacks** to escape certain death.



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Phone/Fax

Call (650) 385-3193, Monday through Friday, 9:00am - 12:00 noon and 2:00pm - 5:00pm, Pacific Time; or fax us at (650) 385-3181.

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